

** DISC FILE MANAGER V2 **
(For 2068 or SPECTRUM with LARKEN Disk)
January 1990

INTRODUCTION

This program allows you to select files from an on-screen catalog without typing in file names or types. Selected files can be renamed, erased, or moved to a different disk. A number of files can be marked for erasing or moving 'all at once'. The program is useful even if you have only one drive.

This version of DFM will run on Spectrum or T/S 2068.

LOADING THE PROGRAM

Load the program in the usual way, using file name DFM.B2. The program will load the code file DFMCD.C2, described later.

USING THE PROGRAM

The program first asks for the highest drive number; press key 0 to key 4. Press key 4 only if you have RAMDISC. The program will then ask which drive you wish to catalog. When the disk in the selected drive has been cataloged, you'll see the menu.

THE MENU

The program has only one menu, shown on the bottom two lines of the screen. It looks like this:

```
cat: 0-3<0> FULLCAT LOAD mark:X I  
RENAME ERASE MOVE BACKUP QUIT
```

The menu tells what various keys do. For example, press key R to rename a file, or press key 1 to catalog Drive 1. The CURRENT DRIVE is shown in brackets, as: <0>.

Use the JOYSTICK or UNSHIFTED CURSOR KEYS (keys 5 to 8) to move the bar-cursor around on the screen. The joystick may be in either side of the 2068.

THE DISK CATALOGS

Press keys 0 to 4 to catalog drives 0 to 4. A maximum of 44 files can be shown at one time. If there are more than 44 files on a disk, you will be asked if you want to scroll. Press N to avoid scrolling, or Y (or ENTER) to scroll. The program can only operate on files that appear on the screen.

A "FULL" catalog is available by pressing key F. This command catalogs the disk in the current drive, and shows the file starting addresses and lengths. This catalog can also be sent to the printer; be sure you have set the system to use your printer interface.

STOPPING

When the menu is showing, you can BREAK to stop the program. Or you can press Q, which clears RAMTOP to 65368 in preparation for loading a different program. In either case, you can RUN to resume program operation.

SELECTING FILES

A bar-cursor highlights a SELECTED file which can be RENAMED, ERASED, MOVED or LOADED. The bar cursor can be moved with the cursor keys (5-8) or with the SPACE bar or with a joystick in either side. Cursor keys (and joystick controls) will repeat if held down, after an initial 1-second delay.

MARKING FILES

Press key X (or ENTER or joystick FIRE) to MARK or UNMARK a selected file.

INVERTING MARKS

Each file shown on the screen is either marked (by an X) or unmarked. Press key I to MARK all UNMARKED files, and UNMARK all MARKED files.

Example: say you want to mark all but a few files for subsequent moving. So, mark the few files you DON'T want to move, then press I.

NOTE: The program permits only files on the CURRENT DRIVE to be renamed, erased or moved. The MOVE operation will ask for a TARGET drive, which may or may not be the same as the CURRENT drive.

RENAMING FILES

Move bar-cursor to a file that you want to rename, then press R. The present file name will be shown on the bottom of the screen, and you'll be asked for a new file name. Press ENTER to cancel the operation, or input a new file name.

The program permits only selected files to be renamed, one at a time, whether or not any files have been marked.

ERASING FILES

Press E to erase 1 or more files. If no files are marked, you'll be asked if you want to erase the selected file. If any files have been marked, you will be asked whether you want to erase all Xfiles ...meaning marked files. If you press N, you'll be asked if you want to erase the selected file only. If you press N, the operation will be canceled.

Multiple-erasure is handy for purging old files, but of course caution should be used.

NOTE: Pressing any key other than Y is equivalent to pressing N. Thus pressing a wrong key will cancel an operation, rather than doing something you didn't mean to do.

MOVING FILES

Press M to move 1 or more files. You will first be asked to name a TARGET drive. If the target drive is other than the current drive, it should contain a formatted disk called the TARGET disk, to which files will be moved.

If you have only one drive, you can still select a bunch of files for moving. The program will tell you when to insert the target disk and source disk.

LOADING A PROGRAM

When you are done using DFM, you can load another BASIC program from the current drive by placing the bar-cursor over its name and pressing key L. Only a BASIC program can be loaded in this manner.

MAKING A BACKUP

Press key B to make a backup of the program on the current drive.

SINGLE DENSITY DRIVES

This program is for use only with double-density drives. If you happen to have single-density drives, contact me for help.

DIFFERENT DRIVE TYPES

Provided that disks used were properly formatted for the drive in which they are used, there should be no problem in moving files from one type of drive to another.

THE MACHINE CODE

CODE file DFMCD.B2 contains these code modules:

- MOVE.C2 32000,700 (The LARKEN MOVE program, V2)
- CAT2.CR 32700,141 (Relocatable Larken cataloger)
- CAT3.CR 32850,256 (Relocatable Larken full cataloger)
- JOY.CR 33150,47 (Relocatable 2068 joystick reader)

The MOVE program uses memory from 34000 up. For information about the relocatable modules, contact Jack Dohany.

PROGRAM STATUS

This is a public domain program. It may be freely shared. Donations for the work of writing it are welcome. Requests for information concerning it should be accompanied by a SASE.

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